

REMARKS

No new matter has been entered by way of these amendments. The amendments merely correct a numbering error associated with the "Brief Description of the Drawings" as originally filed.

AMENDMENTS


Attached hereto is a marked-up version of the changes made to the specification and claims by the current amendment. The attached page is titled "VERSION WITH MARKINGS TO SHOW CHANGES MADE."

Respectfully submitted,

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VERSION WITH MARKINGS TO SHOW CHANGES MADE

Paragraph beginning at page 5, line 13:

[Fig. 16 is a flowchart of an embodiment of a three-dimensional gaming routine that may be performed by one or more of the gaming units] Fig. 16 is a symbolic diagram illustrating an exemplary three-dimensional play mode displaying a three of a kind win completely in the "Z" dimension;

Paragraph beginning at page 5, line 15:

[Fig. 17 is a continuation of the flowchart of Fig. 16 further describing an embodiment of a three-dimensional gaming routine that may be performed by one or more of the gaming units] Fig. 17 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a player customizes game play by covering one or more reel positions with transparent selectors by dragging the selectors from the side of the game display;

Paragraph beginning at page 5, line 18:

[Fig. 18 is an exemplary pay table that may be used by one or more of the gaming units for win evaluation processing] Fig. 18 is a more detailed flowchart of the "update 3D data" routine of Fig. 12;

Paragraph beginning at page 5, line 20:

[Fig. 19 is an exemplary reel strip layout that may be used by one or more of the gaming units for win evaluation processing] Fig. 19 is a more detailed flowchart of the "determined payout" routine of Fig. 12;

Paragraph beginning at page 5, line 22:

[Fig. 20 is a flowchart of an embodiment of a individual layer win valuation routine that may be performed by one or more of the gaming units] Fig. 20 is an exemplary pay table that may be used by one or more of the gaming units for win evaluation processing;

Paragraph beginning at page 5, line 24:

[Fig. 21 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a traditional 5x3 reel layout is extended to 10x3 layout by adding one "Z" layer] Fig. 21 is an exemplary reel strip layout that may be used by one or more of the gaming units for win evaluation processing;

Paragraph beginning at page 5, line 27:

[Fig. 22 is a symbolic diagram illustrating an exemplary three-dimensional play mode displaying a three of a kind scatter win on the base layer with four additional scatters on the "Z" layer] Fig. 22 is a flowchart of an embodiment of an individual layer win valuation routine that may be performed by one or more of the gaming units;

Paragraph beginning at page 5, line 30:

[Fig. 23 is a symbolic diagram illustrating an exemplary three-dimensional play mode displaying a three of a kind win completely in the "Z" dimension] Fig. 23 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a traditional 5x3 reel layout is extended to 10x3 layout by adding one "Z" layer;

Paragraph beginning at page 6, line 1:

[Fig. 24 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a player customizes game play by covering one or more reel positions with transparent selectors by dragging the selectors from the side of the game display;] Fig. 24 is a symbolic diagram illustrating an exemplary three-dimensional play mode displaying a three of a kind scatter win on the base layer with four additional scatters on the “Z” layer; and

Paragraph beginning at page 6, line 5:

[Fig. 25 is a symbolic diagram illustrating an exemplary three-dimensional play mode where a player customizes game play by covering one or more reel positions with transparent selectors by pulling the selectors from the top of the game display; and] Fig. 25 is a symbolic diagram illustrating an exemplary three-dimensional play mode including additional win evaluation methods.

Paragraph beginning at page 6, line 9:

[Fig. 26 is a symbolic diagram illustrating an exemplary three-dimensional play mode including exemplary drop down panels at different layers and exemplary win evaluation methods.]